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The Backrooms

920
PAGESin: Class Ψ , Cluster II, Levels, Unconfirmed Levels

Level 1000: Lost

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"Lost Hope"

Welcome to **Level 1000**. You've made it to Cluster II. You should feel happy, but all you feel is emptiness. It's dark, silent, and there's no one in sight. You feel like you recognize this place, but you can't quite put a finger on it. You look around for a bit, and then you realize. This is your old house from reality, but... something's not right. It looks different and rearranged. Are you just remembering wrong? It has been a while since you've seen it. You go through a door, and it brings you to an identical room, except there's something new. There's a game on the couch, one that you used to play every day. You sit and think about your old life in reality. Your family, your friends, everything you've ever loved. You hope you can return to that life, but it's been years; even if you did escape, would they even remember you?

Survival Difficulty: Class Ψ

» ☐ Lonely» ☐ Unsecure» ☐ Mental Hazard

Level 1000 is the 1001st level of the Backrooms, and the 1st level of **Cluster II**.

Description

Level 1000 is a dark living room of a house at night. It comprises a couch, a TV on a TV stand, a chair, a window, and a desk with a lamp and fan on it. The appearance of the living room will vary for each person; it will change to vaguely resemble the



wanderer's old home. Things such as the furniture, walls, and floor will differ. If you look out any windows, they will show a rainy night sky, inducing a feeling of nostalgia. There have been no reports of any wanderers or entities in **Level 1000**, even when two people go into **Level 1000** together. Attempts to get in contact with other people either using radio or Wi-Fi have been futile. Supplies can be found here, but they are rare to appear, and some wanderers don't find any in the level.

A photo of **Level 1000**.

On one of the walls, there is a door. Going through this door will bring you to an identical room with another door that will do the same. The more doors you go through, the more things that will appear. These things will be items that you would recognize from reality. The longer you stay in this level, the more you will lose hope of ever escaping the Backrooms. This can be very detrimental to your sanity; thus, it is vital to remain calm and positive. Sometimes, the doors can also make the room look more abandoned and dilapidated. For some people, seeing their house in such a state can make them feel sad or uncomfortable.

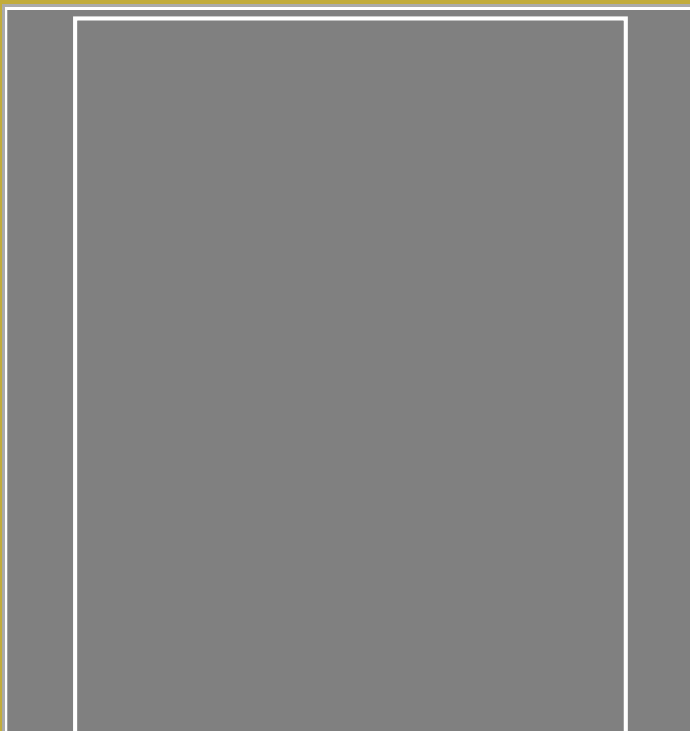
As time goes on, different events can happen.

- After 1 hour, your vision will slowly start to become blurry.
- After 2 hours, your perception of time will slow.
- After 4 hours, distorted, sad, and nostalgic music will play in the distance. At this point, the vision blurring and the slowing down will stop.
- After 10 hours, you will begin to frequently hallucinate false exits.
- After 12 hours, you will start to feel paranoid and think you are being watched.
- After 15 hours, your vision will become grayscale and the music will become heavily distorted.
- At the 24 hour mark, it is where you will go completely insane and start the process of turning into an Insanity. Nobody has survived past this point. Fortunately, most people find the exit before this happens.

This level has an anomalous property in which time progresses slower the more hopeless you are; a day in **Level 1000** can feel like months with high levels of hopelessness.

[Extra Information](#)

[Less Information](#)



A **M.E.G.** explorer has found a new area named "The Basement". It has many pipes and wires, and is very tight, making it hard to traverse. It is an endless basement hallway that has no turns. The deeper you go in the hallway, the darker the lights will be. The Basement still has the same anomalous properties the main area of the level has, and so far no easy exits of the level have been discovered here,^[1] so it is recommended not to come here.

Colonies and Outposts

Due to **Level 1000**'s isolating and dangerous effects, colonies and outposts cannot exist.

Entrances and Exits

Entrances

- Some floors in the buildings of **Level 999** can take you here.
- Some wanderers have claimed that they have entered this level directly from **reality**, not knowing the existence of prior levels.

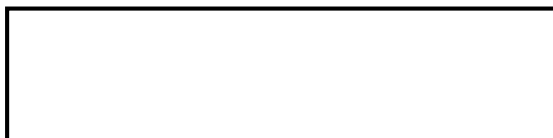
Exits

- Sometimes you can find a staircase that will lead to Level 1001.
- Going through a broken glass door will lead to Level 1000.1.
- Finding the exit and noclipping into the grass will lead to **Level -1000**.
- Going through a rare office door will lead you to Level 2023.
- Going back the way you came will lead to another floor in a building inside **Level 999**. Shortcuts to Cluster 2 will still be permanently accessible.
- Going through a metal door in the Basement will lead to a long hallway that will eventually transport you to **Level 2**. This door is rare to appear, and only a few people have been reported escaping this way.
- Finding A door that is titled "Mall" would send you to Level 307.



Hope

You've lost all hope. Your sanity has collapsed. Your old life is gone, and your new life is being stuck in this liminal hell. You want to go back home. You want to live a normal life. You've been walking for hours, then you finally see it. An exit door with a window. You go through the door, and find a bus, surrounded by a dark fog. You go in, and the bus starts driving itself. You don't know how long it will take for it to reach its destination, if there even is one, but you're just happy that you found something new. You finally start feeling hopeful, taking back the hope that this level has stolen from you. Maybe you can finally escape this place...



[<< Level 999](#) | [Level 1000](#) | [Level 1001 >>](#)

[> Open credits](#)

[> Close credits](#)

- ↑ It is theorized that the Basement might be another entrance to Level 1001 due to the fact that there have been recordings of ambience supposedly from Section 2 of Level 1001 in the Basement, but this is currently unconfirmed and is most likely a coincidence.

CATEGORIES



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